

FIG. 1

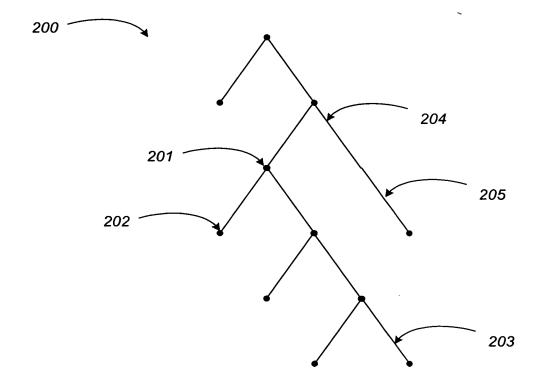
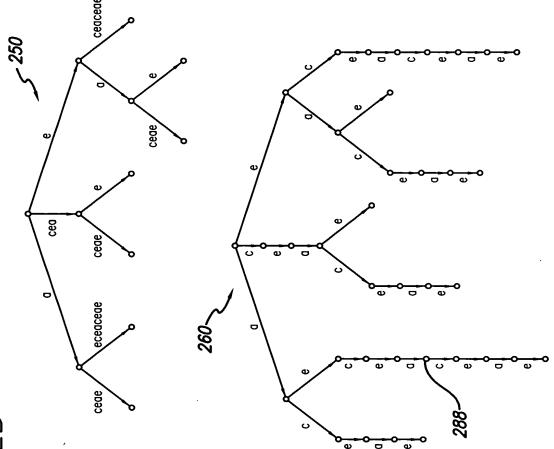
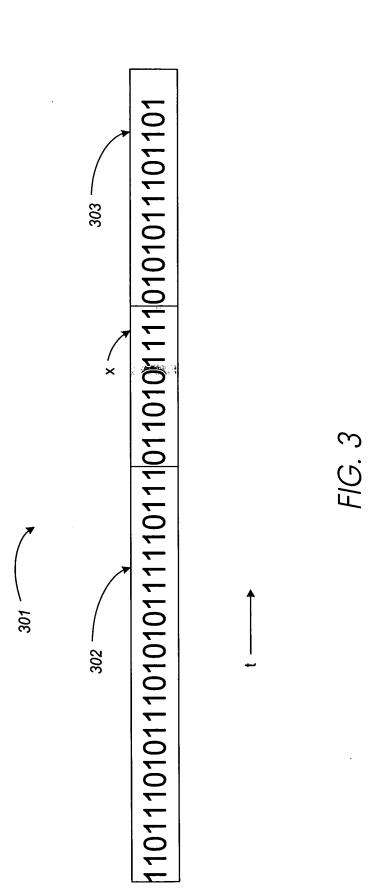


FIG. 2A





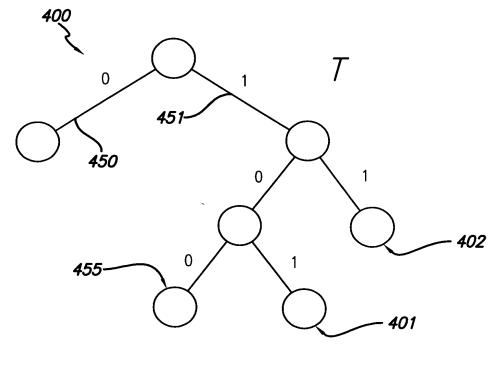


FIG. 4

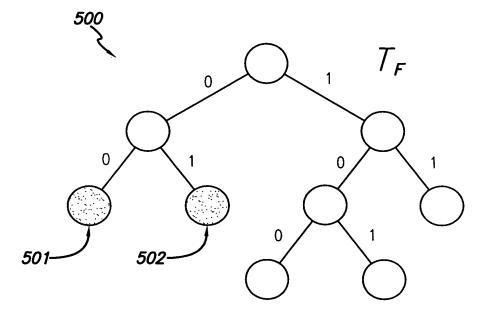
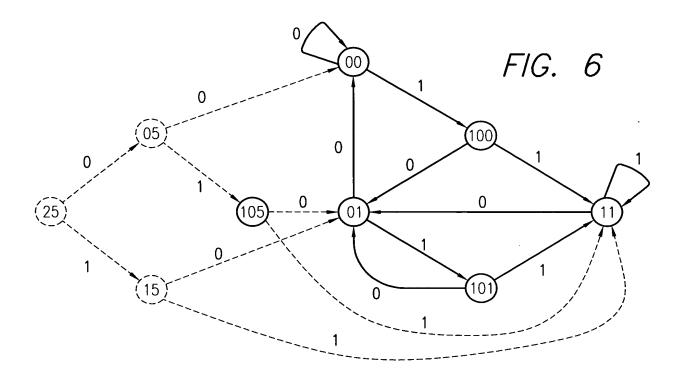
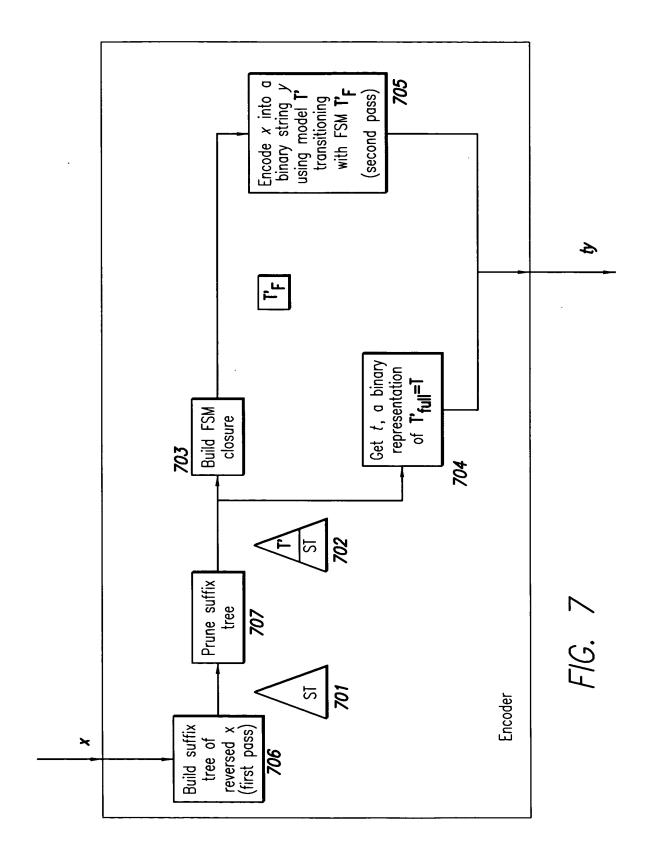
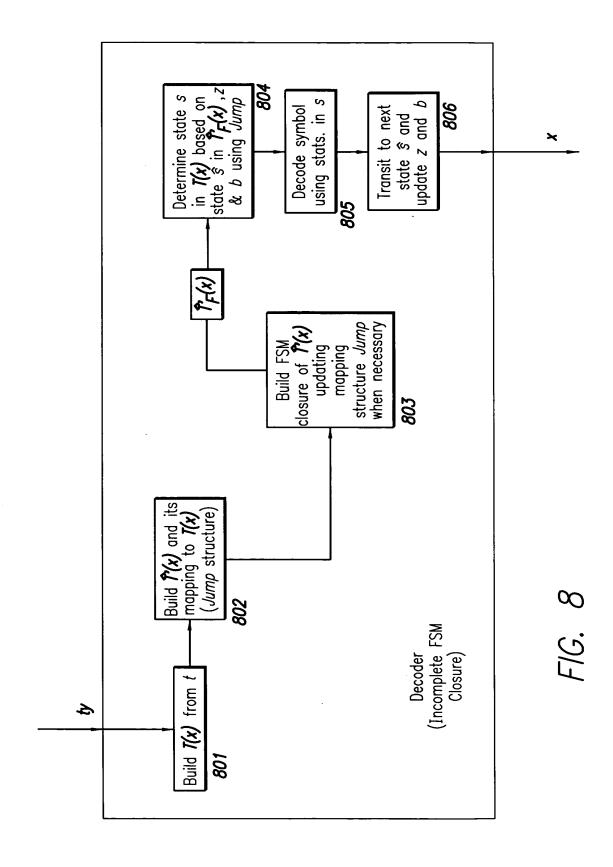
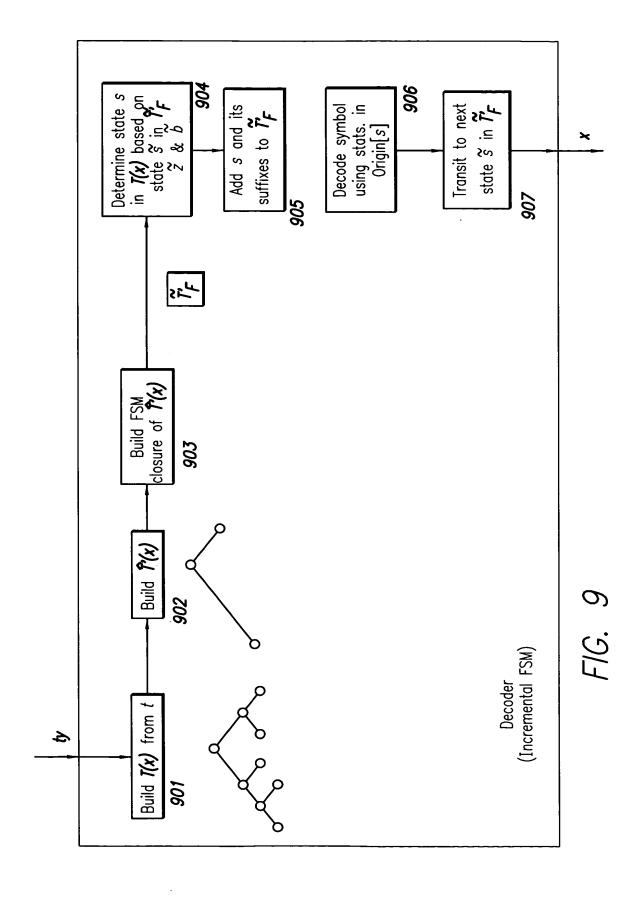


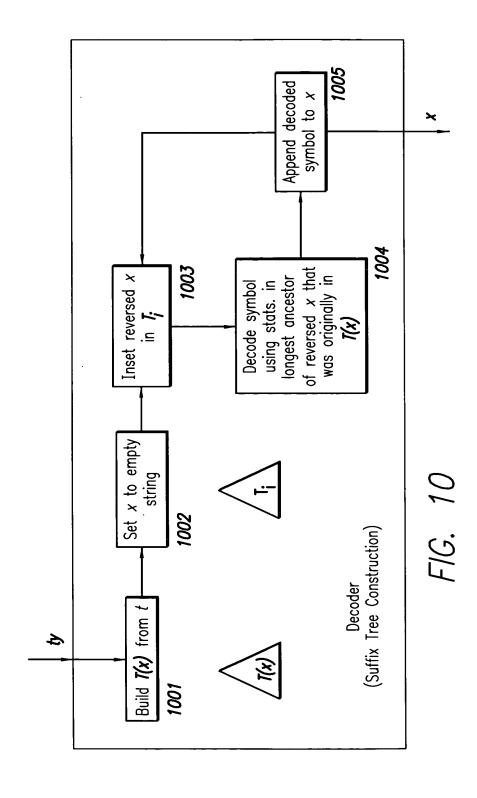
FIG. 5











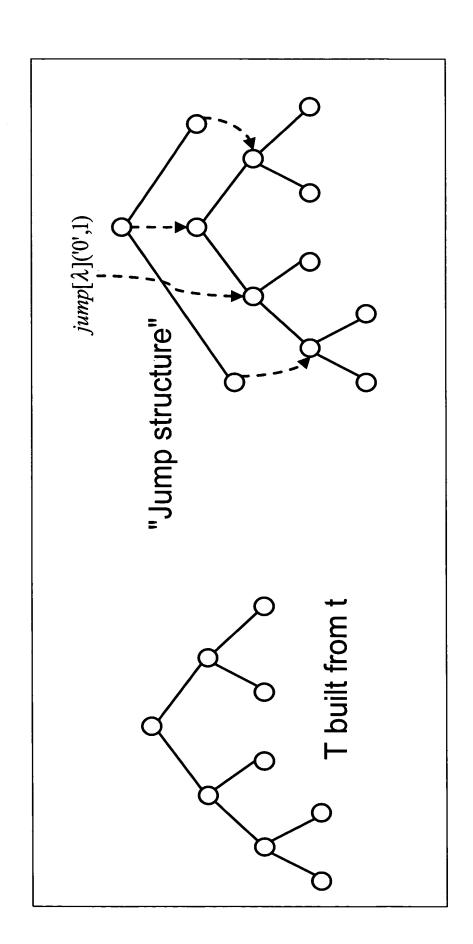


FIG. 11

## FIG. 12

```
1. Set \widehat{T}'(x) = compact (T(x) - leaves(T(x)))
2. Compute \hat{\Gamma}'_F(x), FSM closure of \hat{\Gamma}'(x)
3. Set \$ = \lambda //Pointer to root node
4. Set zlength = 0 and b = \lambda
5. while not end of input
6.
      if zlength > 0
7.
         Determine head(z) using symbols decoded so far
         if \hat{s} is an internal node of T(x) and head(z) \in A, set s=\hat{s}zb
8.
         else if \hat{s} is an internal node of T(x) and head(z) \not\in A_{\hat{s}}, set s = \hat{s}head (z)
9.
         else if \hat{s} is a leaf of T(x), set s = \hat{s}
10.
11.
         else set s = Origin [s]
12.
         //Note: in any case s is a pointer to a node in T(x)
13.
       else
14.
         if \hat{s} is a node of T(x), set s = \hat{s}
15.
         else set s = Origin[\$]
                                                          Decoding Using Incomplete
16.
       end if
                                                                  FSM closure
17.
       Decode next symbol using statistics in s
       Update statistics in s
18.
       Set \hat{s} to next state in T_F according to the decoded symbol
19.
20.
       Update values of zlength and b
21. end while
```

```
Set \widehat{T}'(x) = compact(T(x) - leaves(T(x)))
2. Compute \widetilde{T}'_F, FSM closure of T'(x)
3. Set \mathfrak{F} = \lambda //Pointer to root node
     Set \overline{z}length = 0 and \overline{b} = \lambda
5.
      while not end of input
6.
            if zlength > 0
                 Determine head (z) and symbols decoded so far
7.
                 Create node \widetilde{s}\widetilde{z} splitting edge departing from \widetilde{s} which first symbol is head(z)
8.
                 Set r = \tilde{s}\tilde{z}
9.
                 Set Transitions[r] = Transitions[s]
10.
11.
                 Verify*(r)
12.
            else
13.
                 Set r = s
14.
            end if
            if \delta \neq \lambda
15.
                 Create node rb
16.
                 Set Transitions[r] = Transitions[r]
17.
18.
                 Verify*(rb)
                 Set s = rb
19.
20.
                                                                            Decoding Using Incremental
            else
21.
                 Set s = r
                                                                                         FSM closure
22.
            end if
23.
            Decode next symbol using statistics in Origin[s]
24.
            Update statistics in Origin[s]
            Set § to next state in \widetilde{T'}_F according to the decoded symbol Update values of Zlength and \overset{}{b}
25.
26.
27. end while
```

```
1. Initialize short-cut links for T(x)
2. Set r' = \lambda and s = \lambda
3. while not end of input
                                                                                  Decoding
                                                                                    Using
4.
       Decode x; using statistics in s
                                                                                Incremental
5.
       //Upwards traversal
                                                                                    Suffix
6.
       Set v = r'
                                                                                     Tree
7.
       while v \neq \lambda and v has no short-cut link of v for x_i
                                                                                Construction
8.
           Set v = PARENT(v)
9.
       end while
10.
       if v has a short-cut link for x;
           Set w - node pointed by short-cut link of v for x;
11.
12.
       else
           Set w = \lambda
13.
14.
       end if
15.
       if |w| > |v| + 1
16.
           Split edge from PARENT(w) to w inserting node x, v
17.
           Set r_{new} = x_i v
           Set u = v
18.
           while short-cut of u for x_i = w
19.
               Set short-cut link of u for x_i pointing to r_{new}
20.
21.
               if u \neq \lambda, set u = PARENT(u)
22.
           end while
23.
       else
24.
           //Downwards traversal
           if Jump[v] defines a mapping for x_i
25.
26.
               Set r_{new} = last entrance of Jump[v] for x_i
27.
           else
28.
               Set r_{new} = w
               Set j = |r_{new}|
29.
               while i - j > 0 and r_{new} has a child in the direction of x_{i-j}
30.
31.
                   Set r_{new} = child of r_{new} in the direction of x_{i-i}
32.
                   Update Jump [v]
33.
                   Increment i
34.
               end while
35.
           end if
36.
       end if
       Add child to r_{new} representing suffix \bar{x}^I
37.
38.
       For all nodes in the path from r' to v (excluded)
39.
            Set short-cut link for symbol x_i pointing to the new node \vec{x}^i
40.
       end for
       Set r' = r_{new}
41.
       Set s = longest prefix of \bar{x}^i that was originally in T(x)
42.
43. end while
```